

25-26 Eighth Grade STEM

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Digital Citizenship	Design Thinking	Computational Thinking / Computer Science
Student can recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.	Student can critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.	Student can work with clearly named variables in their programs to perform actions using different types of information, like numbers and text.
	Student can use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.	Student can design and improve their programs by using advanced tools like loops and 'if-then' decisions to control how the program runs.
		Student can carefully test their programs in different situations and make improvements to ensure everything works correctly.
		Student can use new and exciting technologies to design and create original projects
		Students receive STEM as part of their Encore rotation. During that time, all priority standards will be addressed.